

## AMENDMENTS TO THE CLAIMS

### **Claims 1-23 (Cancelled)**

**Claim 24 (Previously Presented)** A game system comprising a first game recording medium, a second game recording medium, a first game execution apparatus, and a second game execution apparatus,

wherein the first game recording medium records therein a first game program and permission information, the first game program indicating a procedure for proceeding with a game, the permission information indicating that, only in a first game that proceeds in accordance with the first game program, an attribute of a character that appears in the first game is permitted to be changed,

wherein the second game recording medium records therein a second game program and prohibition information, the second game program indicating a procedure for proceeding with the game, the prohibition information indicating that, only in a second game that proceeds in accordance with the second game program, an attribute of the character that appears in the second game is prohibited from being changed, the attribute being the same as the attribute of the character that appears in the first game,

wherein the first game execution apparatus includes:

a first program reading unit operable to read the first game program and the permission information from the first game recording medium;

a first input unit operable to receive an inputting operation from a user; and

a first game execution unit operable to (a) in response to the inputting operation received by the first input unit, proceed with the first game in accordance with the procedure indicated by the first game program read by the first program reading unit, (b) display the character so as to appear in the first game as the first game proceeds, and (c) in response to an inputting operation from the user requesting to change the attribute of the character that appears in the first game, change the attribute of the character that appears in the first game in accordance with the permission information, and

wherein the second game execution apparatus includes:

a second program reading unit operable to read the second game program and the prohibition information from the second game recording medium;

a second input unit operable to receive an inputting operation from the user; and

a second game execution unit operable to (a) in response to the inputting operation received by the second input unit, proceed with the second game in accordance with the procedure indicated by the second game program read by the second game reading unit, (b) display the character so as to appear in the second game as the second game proceeds, and (c) contrary to the inputting operation from the user requesting to change the attribute of the character that appears in the second game, prohibit the attribute of the character that appears in the second game from being changed in accordance with the prohibition information.

**Claim 25 (Previously Presented)** The game system of claim 24,

wherein the first game execution apparatus further includes a character reading unit operable to read, from a portable recording medium, character data that indicates the attribute of the character that appears in the first game, and

wherein the first game execution unit changes the attribute indicated by the character data read by the character reading unit.

**Claim 26 (Previously Presented)** The game system of Claim 25,

wherein the first game execution apparatus further includes a character writing unit operable to, when the first game execution unit changes the attribute of the character, overwrite the character data in the portable recording medium with after-change character data indicating the attribute after being changed by the first game execution unit,

wherein the character reading unit further reads the after-change character data from the portable recording medium, and

wherein the first game execution unit changes the attribute as the first game proceeds, in accordance with the read after-change character data.

**Claim 27 (Previously Presented)** The game system of Claim 25,

wherein the first game recording medium further records therein a degree of change allowed on the character, in association with the permission information, and

wherein the first game execution unit changes the attribute as the first game proceeds, in accordance with the degree of change recorded in the first game recording medium.

**Claim 28 (Withdrawn)** A game execution apparatus that proceeds with a game in accordance with a first game program recorded in a first game recording medium or a second game program recorded in a second game recording medium, the first game program and the second game program each indicating a procedure for proceeding with the game,

wherein the first game recording medium further records therein permission information indicating that, only in a first game that proceeds in accordance with the first game program, an attribute of a character that appears in the first game is permitted to be changed,

wherein the second game recording medium further records therein prohibition information indicating that, only in a second game that proceeds in accordance with the second game program, an attribute of the character that appears in the second game is prohibited from being changed, the attribute being the same as the attribute of the character that appears in the first game,

wherein the game execution apparatus includes:

a program reading unit operable to read the first game program and the permission information from the first game recording medium or read the second game program and the prohibition information from the second game recording medium;

an input unit operable to receive an inputting operation from a user; and

a game execution unit operable to (a) in response to the inputting operation received by the input unit, proceed with the first game in accordance with the procedure indicated by the first game program, or proceed with the second game in accordance with the procedure indicated by the second game program, (b) display the character so as to appear in the first game as the first game proceeds, or display the character so as to appear in the second game

as the second game proceeds, and (c) in response to an inputting operation from the user requesting to change the attribute of the character that appears in the first game, change the attribute of the character that appears in the first game in accordance with the permission information, or contrary to the inputting operation from the user requesting to change the attribute of the character that appears in the second game, prohibit the attribute of the character that appears in the second from being changed in accordance with the prohibition information.

**Claim 29 (Withdrawn)**      The game execution apparatus of Claim 28, further comprising a character reading unit operable to read, from a portable recording medium, character data that indicates the attribute of the character,

wherein the game execution unit changes the attribute indicated by the read character data, or prohibits the attribute indicated by the read character data from being changed.

**Claim 30 (Withdrawn)**      The game execution apparatus of Claim 29, further comprising:

a request unit operable to request the character data from a server apparatus;

an obtaining unit operable to obtain the character data from the server apparatus via a network; and

a writing unit operable to write the obtained character data to the portable recording medium.

**Claim 31 (Withdrawn)**      The game execution apparatus of Claim 29, further comprising an authentication unit operable to check authenticity of the portable recording medium,

wherein the character reading unit reads the character data when the authenticity has been ensured by the authentication unit.

**Claim 32 (Withdrawn)** The game execution apparatus of Claim 29, further comprising a character writing unit operable to, when the game execution unit changes the attribute of the character, overwrite the character data in the portable recording medium with after-change character data indicating the attribute after being changed by the game execution unit,

wherein the character reading unit further reads the after-change character data from the portable recording medium, and

wherein the game execution unit changes the attribute as the first or second game proceeds, in accordance with the read after-change character data.

**Claim 33 (Withdrawn)** The game execution apparatus of Claim 29,

wherein the first game recording medium further records therein a degree of change allowed on the character, in association with the permission information, and

wherein the game execution unit changes the attribute as the first game proceeds, in accordance with the degree of change recorded in the first game recording medium.

**Claim 34 (Withdrawn)** A game execution method used by a game execution apparatus that proceeds with a game in accordance with a first game program recorded in a first game recording medium, or a second game program recorded in a second game recording medium, the first game

program and the second game program each indicating a procedure for proceeding with the game,

wherein the first game recording medium further records therein permission information indicating that, only in a first game that proceeds in accordance with the first game program, an attribute of a character that appears in the first game is permitted to be changed,

wherein the second game recording medium further records therein prohibition information indicating that, only in a second game that proceeds in accordance with the second game program, an attribute of the character that appears in the second game is prohibited from being changed, the attribute being the same as the attribute of the character that appears in the first game,

wherein the game execution method causes the game execution apparatus to execute a method including:

a program reading step of reading the first game program and the permission information from the first game recording medium or reading the second game program and the prohibition information from the second game recording medium;

an inputting step of receiving an inputting operation from a user; and

a game execution step of (a) in response to the inputting operation received by the inputting step, proceeding with the first game in accordance with the procedure indicated by the first game program, or proceeding with the second game in accordance with the procedure indicated by the second game program, (b) displaying the character so as to appear in the first game as the first game proceeds, or displaying the character so as to appear in the second game as the second game proceeds, and (c) in response to an inputting operation from the user

requesting to change the attribute of the character that appears in the first game, changing the attribute of the character that appears in the first game in accordance with the permission information, or contrary to the inputting operation from the user requesting to change the attribute of the character that appears in the second game, prohibiting the attribute of the character that appears in the second game from being changed in accordance with the prohibition information.

**Claim 35 (Withdrawn)**      A computer-readable recording medium having a game execution program recorded thereon, the game execution program to be used by a game execution apparatus that proceeds with a game in accordance with a first game program recorded in a first game recording medium, or a second game program recorded in a second game recording medium, the first game program and the second game program each indicating a procedure for proceeding with the game,

wherein the first game recording medium further records therein permission information indicating that, only in a first game that proceeds in accordance with the first game program, an attribute of a character that appears in the first game is permitted to be changed,

wherein the second game recording medium further records therein prohibition information indicating that, only in a second game that proceeds in accordance with the second game program, an attribute of the character that appears in the second game is prohibited from being changed, the attribute being the same as the attribute of the character that appears in the first game,



wherein the game execution program causes the game execution apparatus, which is a computer, to execute a method comprising:

a program reading step of reading the first game program and the permission information from the first game recording medium or reading the second game program and the prohibition information from the second game recording medium;

an inputting step of receiving an inputting operation from a user; and

a game execution step of (a) in response to the inputting operation received by the inputting step, proceeding with the first game in accordance with the procedure indicated by the first game program, or proceeding with the second game in accordance with the procedure indicated by the second game program, (b) displaying the character so as to appear in the first game as the first game proceeds, or displaying the character so as to appear in the second game as the second game proceeds, and (c) in response to an inputting operation from the user requesting to change the attribute of the character that appears in the first game, changing the attribute of the character that appears in the first game in accordance with the permission information, or contrary to the inputting operation from the user requesting to change the attribute of the character that appears in the second game, prohibiting the attribute of the character that appears in the second game from being changed in accordance with the prohibition information.

**Claim 36 (Withdrawn)**      The game execution program of Claim 35, further causing the game execution apparatus to execute:

a requesting step of requesting a server apparatus for character data that indicates the attribute of the character;

an obtaining step of obtaining the character data from the server apparatus via a network;  
and

a writing step of writing the obtained character data to a portable recording medium.